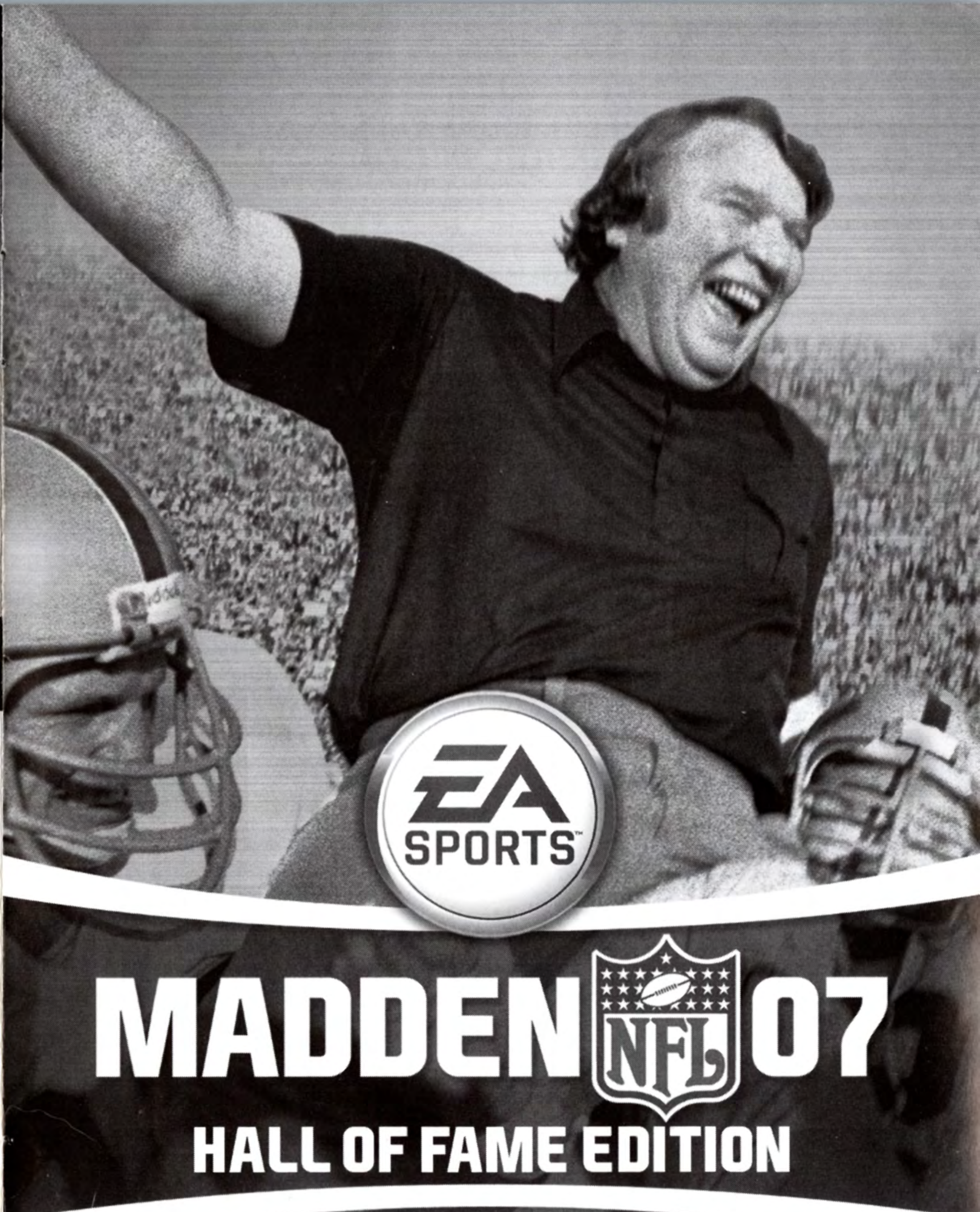

MADDEN NFL 07

HALL OF FAME EDITION

EVERYONE

CONTENT RATED BY ESRB

PLAYERS INC

PRO FOOTBALL HALL OF FAME
CANTON OHIO

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

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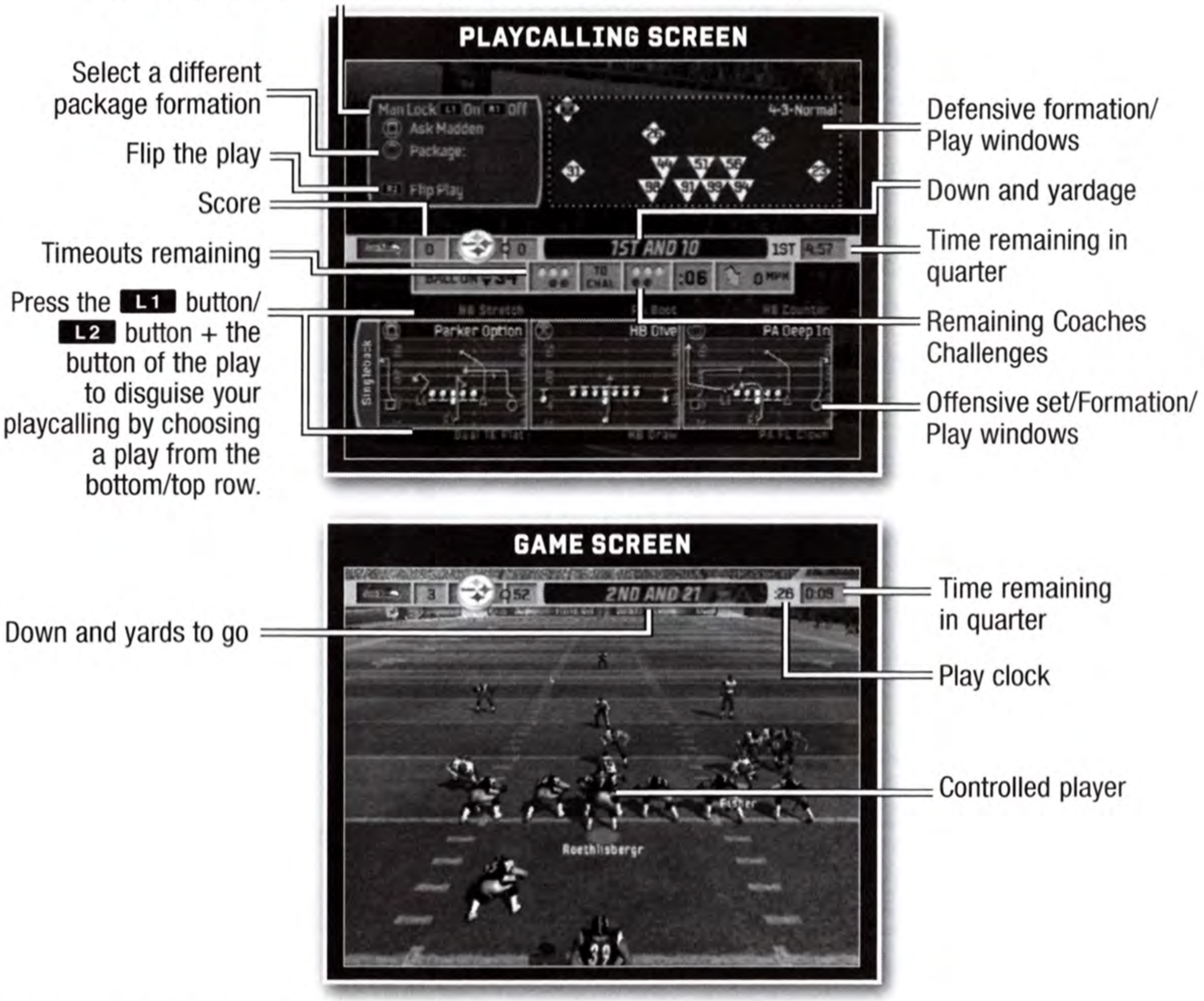
PLAYING THE GAME

Be sure to check out the Madden Tutorials on the Main menu to get up to speed on the new features.

In Man Lock OFF, defenses give the appearance of zone coverage by not following receivers in motion. The coverage switches based on where the receiver lines up. In Man Lock ON, defensive backs follow the receiver in motion.



SAVING AND LOADING

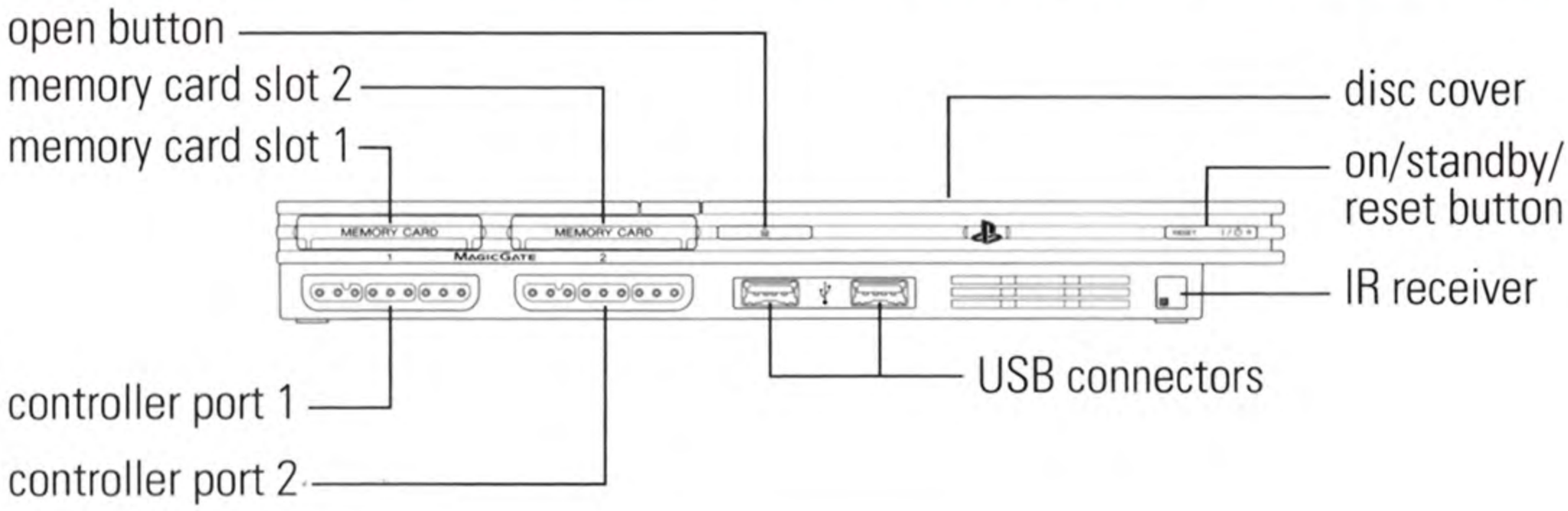
You can save profiles, online and regular rosters, Superstar: Hall of Fame and Franchise Mode progress and spawned files, settings, instant replays, and tournaments to your memory card (8MB) (for PlayStation®2). If roster, profile, or settings files are present on a memory card (PS2), they are auto-loaded during the initial boot-up. Rosters and settings are set to the first ones found, while User Profiles load the first four found.

NOTE: Never insert or remove a memory card (PS2) when loading or saving files.

Turn the autosave feature on from the Save screen.

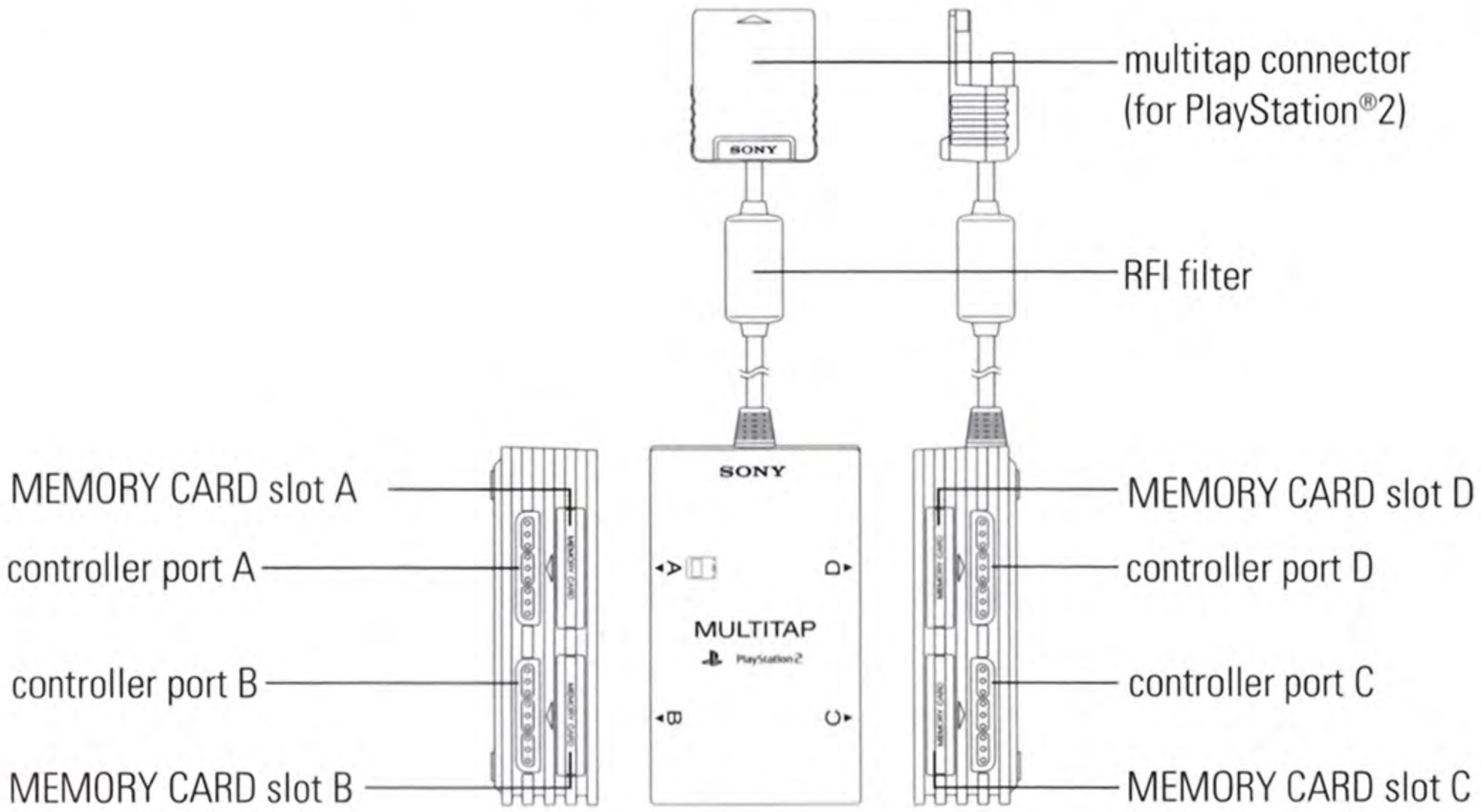
STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Madden NFL 07* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

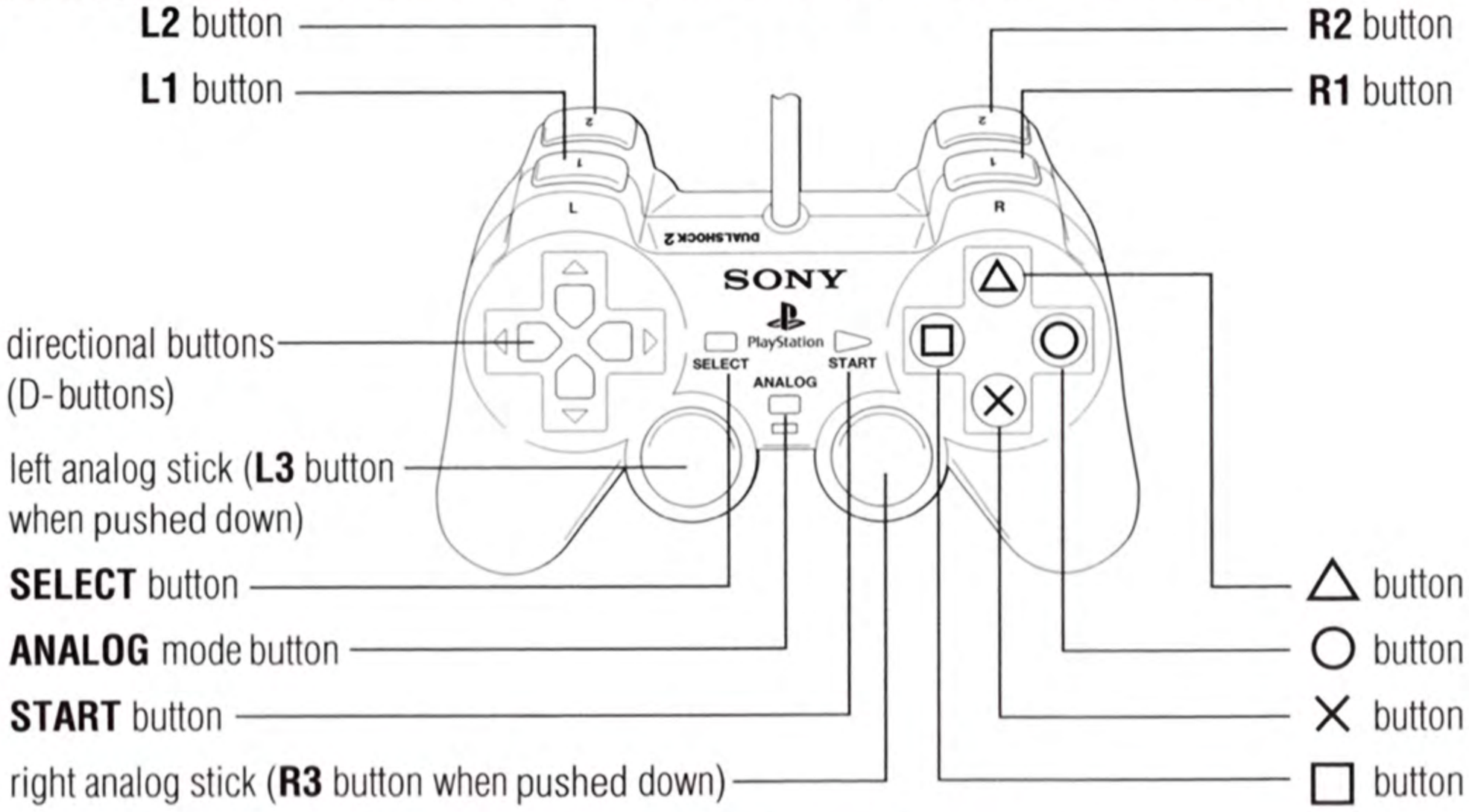
NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



WWW.EASPORTS.COM

COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

ALL PHASES

Move your player	left analog stick
Flip play at the line of scrimmage	▣ button then R2 button
Sprint	⊗ button
Play art	R2 button
Coach's cam (Unavailable online)	L2 button
Call an audible (before the snap)	▣ button then ▣ button, ⊗ button, ◎ button, L1 button, or R1 button
Cancel audible (before selecting a play)	△ button
Reset original play (after calling an audible)	▣ button then L2 button
Call timeout	SELECT button

OFFENSE

PRE-SNAP ADJUSTMENTS

Snap ball	⊗ button
Switch direction of a running play	right analog stick ↔
Change primary receiver's route	right analog stick in any direction
Change primary receiver/ Lock on to receiver	R2 button + receiver's button
Call a Hot Route	△ button then the receiver's button, then: D-button ↑ for a fly pattern D-button ↓ for a curl pattern D-button ←/→ for an in/out pattern right analog stick ↓ to run smart route L2 button/R2 button for a left/right slant **TIP:** Customize your Hot Routes in the My Madden Coaching Strategy menu.

PRE-SNAP ADJUSTMENTS (CONT.)

Send a player in motion	left analog stick ↕ to highlight eligible player then left analog stick ↔ to send that player in motion
Slide offensive line protection	L1 button, then: D-button ↑ to spread the offensive line D-button ↓ to pinch the line D-button ←/→ to shift blocking left/right **TIP:** Use this to stop the blitz. If the blitz comes up the middle, pinch your line in tight to block the rushing lanes.
Quiet crowd	**L3** button (click)
Formation shift	R1 button then D-button
Fake snap	**R3** button (click)

RUNNING WITH THE BALL

NEW **Highlight Stick**	right analog stick ↑ power backs lower their shoulder and "truck" over defenders/Agile backs dodge the tackler ↓ Back juke ←/→ Big juke left/right
NEW **Double Moves**	right analog stick ← then quickly → or vice versa; or L1 button then quickly R1 button or vice versa **NOTE:** Double Moves are only possible for the most agile ball carriers.
QB or wide receiver slide/Dive	▢ button (tap)/▢ button (hold)
Cover up/Protect ball	△ button
Spin	○ button
Cut move left/right	L1 button/R1 button
Stiff arm left/right	L2 button/R2 button

PASSING & RECEIVING

Look left/right	right analog stick ←/→
Precision Passing	left analog stick or D-button as you release the ball to lead the pass in a certain direction
Throw the ball	△ button, ▢ button, ○ button, L1 button, or R1 button (tap for lob pass; hold for a bullet)
Activate Playmaker Passing to guide closest receiver	**R3** button (click) then right analog stick in any direction
Throw ball away	L2 button
Call for ball	L1 button **NOTE:** This feature only works when playing with a teammate in a multiplayer game, and in Superstar Mode when playing as a wide receiver, tight end, or running back.
Pump fake	R2 button
Control intended receiver	○ button (while ball is airborne)
Dive for pass	▢ button
Catch	△ button
Swat	L1 button

NEW LEAD BLOCKING CONTROLS

You can begin any running play as the lead blocker (press the ◉ button to select a blocker before the snap). After you open a big hole through the line, press the ◉ button to switch to the runner and pick up some big yardage.

NOTE: Fine tune the blocking controls to your liking in the Blocking Controls section of the My Madden Gameplay Settings menu.

OTHER BLOCKING CONTROLS	**Impact/Cut block**	right analog stick ⬆/⬇ **TIP:** Be careful, if you whiff on a block, your running back will pay the price.
	Turn block left/right	L2 button/R2 button
	Pull/Hold defender	L1 button
	Diving block	▢ button
	Jump	△ button
	Change blocking assignment before the snap	△ button, then press the button of the running back or tight end whose passing/blocking route you want to change. Then press the L2 button/R2 button to change the assignment left/right.
AFTER THE PLAY	**Spike ball** (to stop the clock)	◉ button (hold)
	Fake spike trick play	▢ button (hold)
	No huddle/Hurry-up offense	△ button (hold) to repeat previous play
	Instant replay	L1 button + R1 button (before playcalling screen appears)

DEFENSE

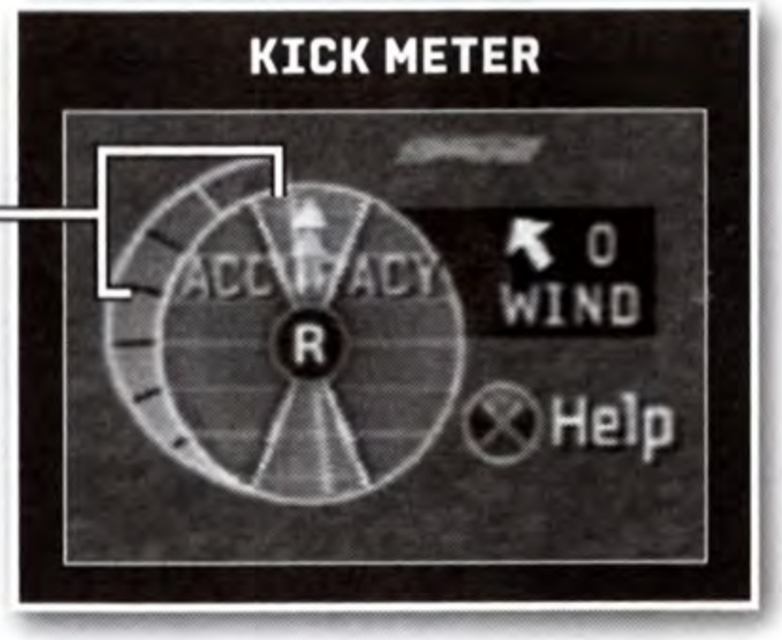
PRE-SNAP ADJUSTMENTS	**Choose a player to control**	⊗ button or ◉ button (tap) or ⊗ button or ◉ button (hold) + D-button to select a player in a certain direction
	View individual assignments	**R3** button (click)
	Defensive Playmaker	Highlight a player then press right analog stick: ⬆ to put linebackers and defensive linemen in a hook zone (yellow) or DBs in a deep zone (dark blue)—if the DB is already in a deep zone, it becomes a short zone ⬇ to blitz/⬇ twice for QB contain blitz ⬅ to go into QB spy coverage (orange) ➡ to play a flat zone (light blue)/➡ twice to play a curl zone (purple)
	Defensive line adjustments	L1 button then D-button: ⬆ to spread the defensive ends outside the tackles ⬇ to move the line in tight between the tackles ⬅/➡ to shift the line left/right L1 button then right analog stick: ⬇ to make line crash in ⬆ to make line rush to the outside ⬅/➡ to make line crash left/right L1 button then L2 button to reset the shift

PRE-SNAP ADJUSTMENTS (CONT.)	
Linebacker shifts	R1 button then D-button: ↑/↓ to spread linebackers out/move them in tight ↔ to shift linebackers left/right R1 button then right analog stick: ↓ to blitz all linebackers ↑ to put linebackers into hook zone ←/→ to blitz the right/left outside linebacker R1 button then L2 button to reset the shift
Coverage audibles	△ button then D-button: ↓/↑ to put DBs into press/loose coverage ← to show blitz → to shift the safeties and linebackers into better position to cover their assigned man △ button then R2 button to disguise your coverage by sending your defenders back to their default positions △ button then L2 button to reset coverage
Shade safeties	△ button then right analog stick ↔ or ↕ to shade the safeties' zone coverage to the left/right/up/down
Change individual matchups	△ button then the button of the offensive player you want to match up against, then D-button: ↓/↑ to bump/play off the receiver → to double team the receiver
Pump up crowd (linebackers only)	**L3** button (click)
AFTER THE SNAP	
Control player nearest to the ball	○ button
NEW **Commit to the run/pass**	right analog stick immediately after the snap of the ball to commit to: ↑ a pass ↓ an inside run ←/→ a run to the left/right **NOTE:** If you commit to the wrong play, odds are the offense will take advantage in a big way.
Unleash the Hit Stick	right analog stick (in any direction)
Dive	□ button
Jump/Intercept/Hands up (while rushing QB)	△ button
Strip ball (when not engaged)	L2 button/R2 button
Rip/Swim/Spin (when engaged)	L1 button/R1 button
Strafe (when not engaged)	R1 button
Swat ball (when not engaged)	L1 button

KICKING OFF AND PUNTING

The new Kick Meter gives you precise control of every kick.

1. Press the left analog stick to aim the kick.
2. Press the right analog stick ↓ to start the Power Meter.
3. When the Power Meter reaches this area, press the right analog stick ↑ to kick the ball.



KICK RETURNING

KICK RETURNING	
Switch players	○ button
Fair catch	△ button
Touchback	Remain in the end zone

FRANCHISE MODE

Build a team from the ground up or start with your favorite team with its current-day rosters, then try to stay on top for three full decades. To begin a franchise, choose the number of users, determine whether you will conduct a fantasy draft, set a trade deadline, and then select the team for each user. Choosing the TOTAL CONTROL SIMULATION option lets you call the shots from the sideline without actually playing the games.

FANTASY DRAFT

If you conduct a fantasy draft, you have 49 rounds to fill out your roster. Pay attention to a player's rating, age, and required cap room.

THE FRANCHISE SCHEDULE

From training camp to the off-season, you're in charge.

Training Camp—Put your players through drills and earn points to boost their attributes. You can skip camp if you want, but your players will suffer.

Preseason—Finalize your roster and evaluate rookies before the regular season. The Position Battles screen shows who's fighting for the same position. Your preseason depth chart is automatically set: starters play the first half, rookies and backups play the second half.

During the Season—You can make trades before the sixth week of the season, sign free agents, and change game settings. Even if your team doesn't make the playoffs, you can still play any postseason game including the Super Bowl and Pro Bowl.

Owner Mode Off-Season—Hire your staff, set your team's ticket prices, build your own stadium, reward key players with signing bonuses, and more. Keep the fans happy while making sure you aren't losing money.

Off-Season—There are 11 steps to the off-season that you must complete before beginning a new season. If you wish to skip any steps, you can simulate past them. However, if your Coaching Options are not set to CPU for a given step, your team won't participate in or benefit from that step.

Spawn games are games you save then play outside of Franchise mode. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning a game, you won't be able to merge the results of that spawned game. Also, if you delete a Franchise file, any spawned game results attached to it become unusable.

FRANCHISE MENU

Keep track of everything going on around the league and with your team. The following key menu options become available at different times of the year:

Gameplan	Get the all the information you need to prepare for your upcoming game, including key plays and opposing players to watch.
Storyline Central	Stay on top of the league and your team by reading national and local newspapers, reviewing emails from coaches, and listening to Tony Bruno's weekly radio show.
Rosters	View team rosters and make all player movements and transactions.
My Franchise	Review the Madden Cards you've earned and what it's going to take to earn more, set the coaching, gameplay, and system settings for your franchise, and save your progress.
Owner's Box	Keep an eye on the balance sheet while you set ticket, concessions, and team merchandise prices. Fan support, attendance, and other details can maximize your earnings. Your advisors are a great source of information.

NEW NFL SUPERSTAR: HALL OF FAME

Create an NFL Superstar and guide his life from pre-draft workouts through his entire career, and hopefully all the way to the Pro Football Hall of Fame in Canton. If you play your cards right, you could land a movie role, an endorsement or two, and some other nice perks along the way.

CREATING YOUR SUPERSTAR

You'll be able to set yourself up for success all the way from the beginning by selecting the perfect set of DNA. Look for the right set of parents for the type of player you want to become. Next, fill out your personal information and choose your build—make sure you pay attention to the Appearance bar on the bottom of the screen when creating your build.

NOTE: You can get a head start by importing a player you've already created from *NCAA® Football 07*.

MY APARTMENT

Your apartment is where you'll find everything you need to navigate your way around the NFL. From checking cellphone messages to keeping up on your schedule, make sure you familiarize yourself with every item in your apartment because you'll need all of it to be successful.

BECOMING A HALL OF FAMER

Work your way towards the Pro Football Hall of Fame by gaining influence throughout your career by performing well in games and meeting season, career, and media goals. Keep an eye on the Hall of Fame Board—if you're listed in the top five active players in your position, you're guaranteed a spot in Canton.

GAINING INFLUENCE ON GAMEDAY

Position-specific milestones earn influence, like when quarterbacks gain influence by completing passes, throwing touchdowns, etc., and lose influence by throwing interceptions, getting sacked, etc. You also gain and lose influence for what your teammates do while you're on the field. An overlay appears at the end of each play you're involved in showing the influence events and how much influence was gained or lost. Clutch moments increase the influence gains/losses.

GAMEPLAY

You can only control your Superstar from his perspective when he is on the field. When your Superstar is off the field, you can either play the game like you normally would or watch an accelerated version of the game. The new Playcalling screen shows the play the coach has selected and your Superstar's key stats for that game. You are not able to select your own plays.

ROLES

You earn position-specific roles based on different factors like career stats, career influence, ego, and more. Each role allows you to affect teammate, opponent, and personal attributes. The higher your influence, the more drastic your effect on others.

EGO

Your ego comes into play when determining roles and influence gains/losses. Gain positive ego by answering interviews in a team-oriented, professional manner. Negative ego comes from answering questions selfishly. Extreme positive and negative egos affect every in-game influence gain/loss, unlock ego-specific roles such as the Team Leader or Lone Wolf, and open certain endorsements opportunities.

NEW NFL NETWORK MODE

The new NFL Network mode is a great way to master certain plays and see how complicated NFL plays come together. Sterling Sharpe walks you through and breaks down three plays from each offensive and defensive playbook. Once you practice the plays, you can unleash them on unsuspecting opponents.

PLAY ONLINE

Thanks to online gaming, a great match-up is always waiting for you any time of any day.

REGISTRATION AND SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS, SUBSCRIPTION FEES AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2006-2007 NFL SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *Madden NFL 07* online. *Madden NFL 07* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *Madden NFL 07* online, you must create a Your Network Configuration file and a new EA Account by following the on-screen instructions. If you already have an EA Account and a Network Configuration saved on a memory card (8MB) (for PlayStation®2), they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

ONLINE LOBBY

You must have the most current online rosters to play *Madden NFL 07* online. After downloading the online rosters, you can save them to a memory card (PS2). You can only have one online Roster file saved to a memory card (PS2).

NOTE: You must have a memory card (PS2) inserted in MEMORY CARD slot 1 in order to use the EA Locker feature.
NOTE: **L3** button (click) to mute yourself in game.
NOTE: Connectivity with dial up connections is limited to play now and regular tournaments.

PSP® LINK

Access PSP® Link from the Features menu to transfer your Franchise Mode files to your PSP® (PlayStation®Portable) and play Preseason and Regular Season games using your PSP® version of *Madden NFL 07*. Merge the results back to your Franchise season to continue. If you make changes to your Franchise or start a new Franchise after spawning, you won't be able to merge the results.

NOTE: When using the PSP® Link feature, you must use MEMORY CARD slot 1.

MY MADDEN

Keep track of all your Madden Cards and stats, and set your strategies and settings. Some portions of My Madden are described below.

Coaching Strategy Set your audibles—including formation-specific audibles—create custom Hot Routes, and devise formation packages to keep the opposition guessing.

Gameplay Settings Most of the gameplay settings are self explanatory or are explained on-screen. Some of the others are described below.

GAME

Coach Mode: Call the plays, audibles, and pre-snap adjustments, and then watch the CPU execute your call. You will have no control of your players with this on.

Pre-Existing Injuries: Players begin the first season with the same injuries as their real-world counterparts.

Madden Challenge: Earn tokens for completing in-game tasks (one-player games only).

CUSTOM GAME

Player Lock: The defensive player you select before the snap is who you control at the start of the next play.

QB Vision: When set to OPTIONAL, you can turn on QB Vision by pressing the right analog stick after the snap or locking on to a receiver before the snap.

Auto Pass: Enables your QB to make plays when you don't control him.

Auto Strafe: Automatically strafes your defender to help adjust to the ball carrier.

Offensive Catch Assist: The CPU helps catch the ball for a user-controlled receiver.

Defensive Pass Assist: The CPU swats/catches the ball for a user-controlled defender.

Pre-Play Instructions: Allows you to turn the pre-play instruction menus ON/OFF.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "***Recording Medium***") and the documentation that is included with this product (the "***Manual***") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

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Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Information

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions: *Online:* http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

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